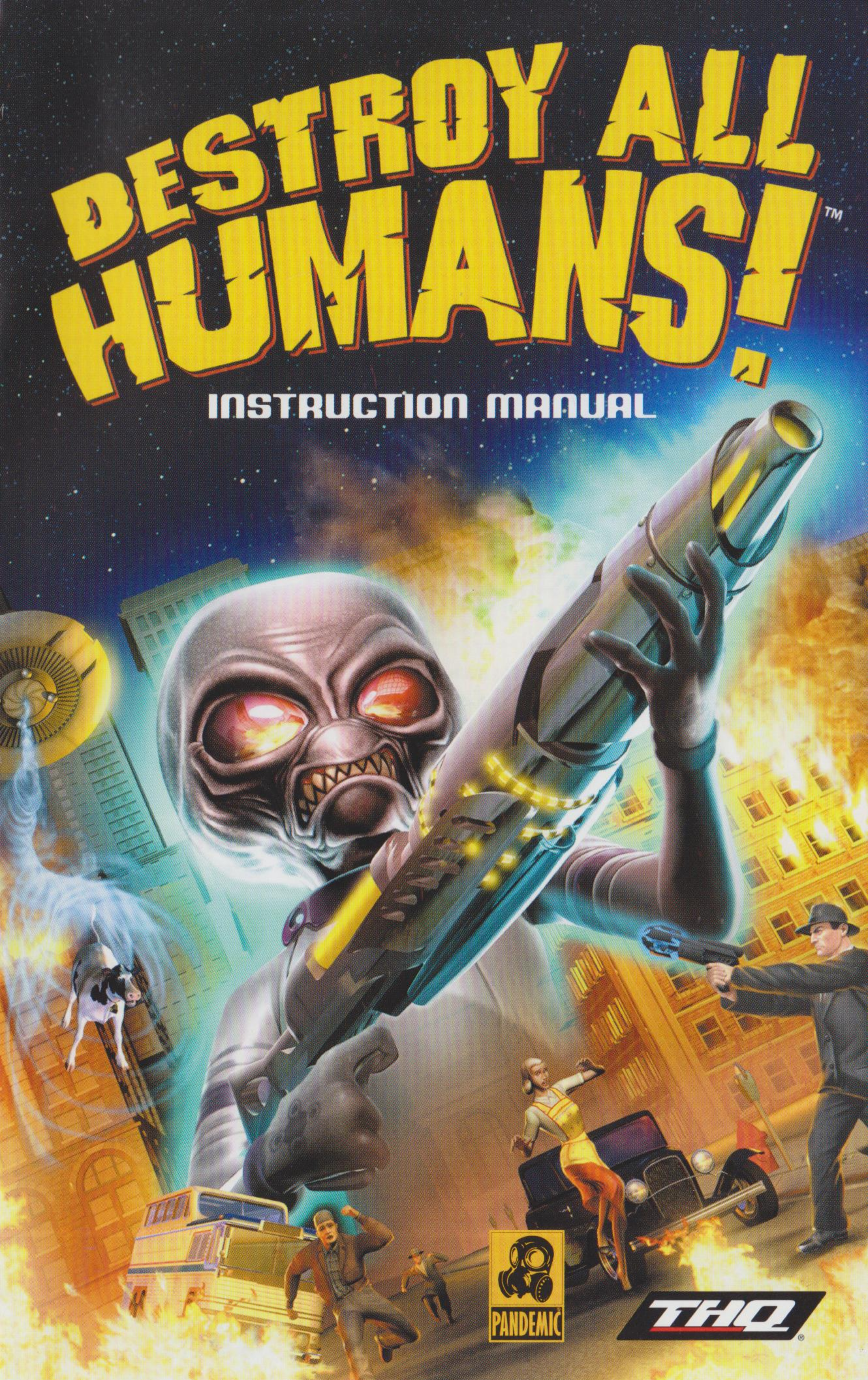
DESTROY ALL HUMANS!™

INSTRUCTION MANUAL



Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53196/ANZ

1 Player • Memory Card (8MB)(for PlayStation®2): 138KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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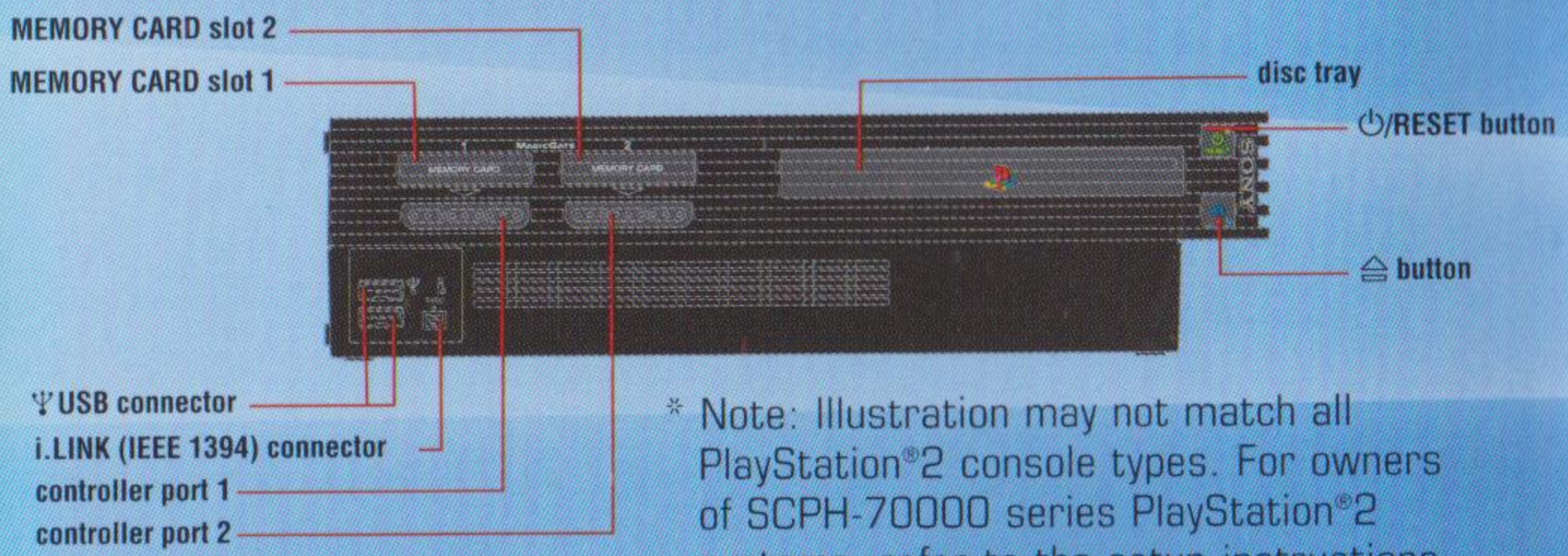


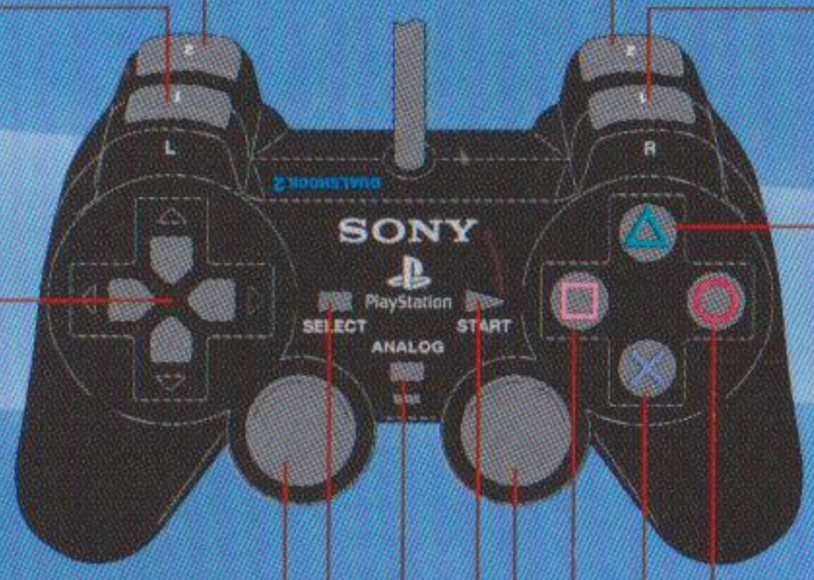
* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Destroy All Humans™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. Please make sure there is enough space on your memory card (8MB)(for PlayStation®2) before commencing play. You can load saved game data from the same memory card (8MB)(for PlayStation®2), or any memory card (8MB)(for PlayStation®2) containing previously games.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION



GAME CONTROLS

MENU CONTROLS

START button	Start and Pause Game/ Open Command Center Screen
Left analog stick / directional buttons	Cycle/Highlight Menu Items
⊗ button	Select Menu Item
△ button	Return to Game

CRYPTOSPORIDIUM'S CONTROLS

ALIEN MODE

Left analog stick	Walk/Run
Right analog stick	Move Enemy/Object Up, Down, Left, and Right (While in PK Mode)
⊗ button	Jump
⊗ button then ⊗ button (hold)	Activate Jetpack
◎ button	HoloBob
R1 button	Fire Weapon
R2 button	Cycle Available Weapons
L1 button (hold)	Activate Abilities
L1 button + ⊗ button (hold)	Cortex Scan
L1 button (hold) + △ button	Psychokinesis Mode (PK)
L1 button + △ button (Double Tap)	Throw Enemy/Object (While in PK Mode)
L1 button + □ button	Move Enemy/Object Toward Crypto (While in PK Mode)
L1 button + ◎ button	Move Enemy/Object Away from Crypto (While in PK Mode)
L1 button + ◎ button (hold)	Extract Brain Stem
L1 button + □ button (hold)	Hypno Blast
START button	Pause Game

SAUCER MODE

Left analog stick	Move Forward and Reverse/Strafe
Right analog stick	Turn Left and Right
R1 button	Fire Weapon
R2 button	Cycle Available Weapons
START button	Pause Game

STARTING UP

STARTING A NEW GAME

Press the START button at the Title Screen then select NEW GAME and press the ⊗ button. Select a save slot and press the ⊗ button again to create a New Game. Destroy All Humans! has slots for up to three different save files.

AUTO SAVE

As you progress, your game will automatically be saved to the memory card (8MB) (for PlayStation®2). During the auto save process, a special prompt will appear on screen indicating your progress is being saved automatically. While the prompt is on screen, DO NOT remove the memory card (8MB) (for PlayStation®2) or turn off your system. Auto saving takes place at the following points: Death, Mission Success, Mission Failure, Return to Mothership, and when you exit the Options Menu.

LOADING A SAVED GAME

Press the START button at the Title Screen and then select LOAD GAME by pressing the ⊗ button. Select a saved game and press the ⊗ button again to load the game.

A MESSAGE FROM YOUR LEADER

Listen up Cryptosporidium 137! I'm going to indulge you with a bit of background information...just this once.

Eons of waging war on inferior races with atomic weaponry had mutated our genes. As such, we could not propagate due to our complete and utter lack of genitalia. Fortunately, a Furon ship happened upon Earth on its way back from destroying the Martians. I needn't go into the messy details but, every human being alive today has, buried deep in their genetic code, a strand of Furon DNA. Over the eons, we've learned to clone ourselves, but with each iteration the information has degraded and the results are increasingly unpredictable.

This is where you come in, Crypto. We are sending you to Earth to bring back our fresh DNA found inside the human brain stems. Since your brother, Cryptosporidium 136, disappeared during a similar mission, it is now up to you to get that DNA. I will accompany you in the Mothership and make sure you have the means to fulfill your mission, but our fate now rests squarely on your head.

Attention! Pressing the ► START button during gameplay will open the Navi-Com Screen. From this screen you can choose from a variety of functions, which include Mission Goals, Invasion Report, Options, and Return to Mothership. Use the left analog stick or ↑ and ↓ directional buttons to cycle through your choices and press the ⊗ button to confirm your selection. Press the △ button to exit a screen or return to the game. Please tell me even your lower brain functions can process this information.

MISSION GOALS

The Mission Goals Screen displays the general objectives for your current Mission in progress.

INVASION REPORT

The Invasion Report Screen displays a wide variety of invasion statistics.

OPTIONS

The Options Screen allows you to access Controller, Audio and Display options.

Controller Options

The Controller Options Screen allows you to change both the Pitch and Turn Camera Control, as well as turn the Vibration Function On and Off. Use the left analog stick or ⬆ and ⬇ directional buttons to choose an option and press the ⊗ button to cycle between Normal and Inverted control for Camera Control, and On and Off for the Vibration Function.

Audio Options

The Audio Options Screen allows you to adjust the sound levels for Music Volume, Sound Effects Volume, and Dialogue Volume.

Display Options

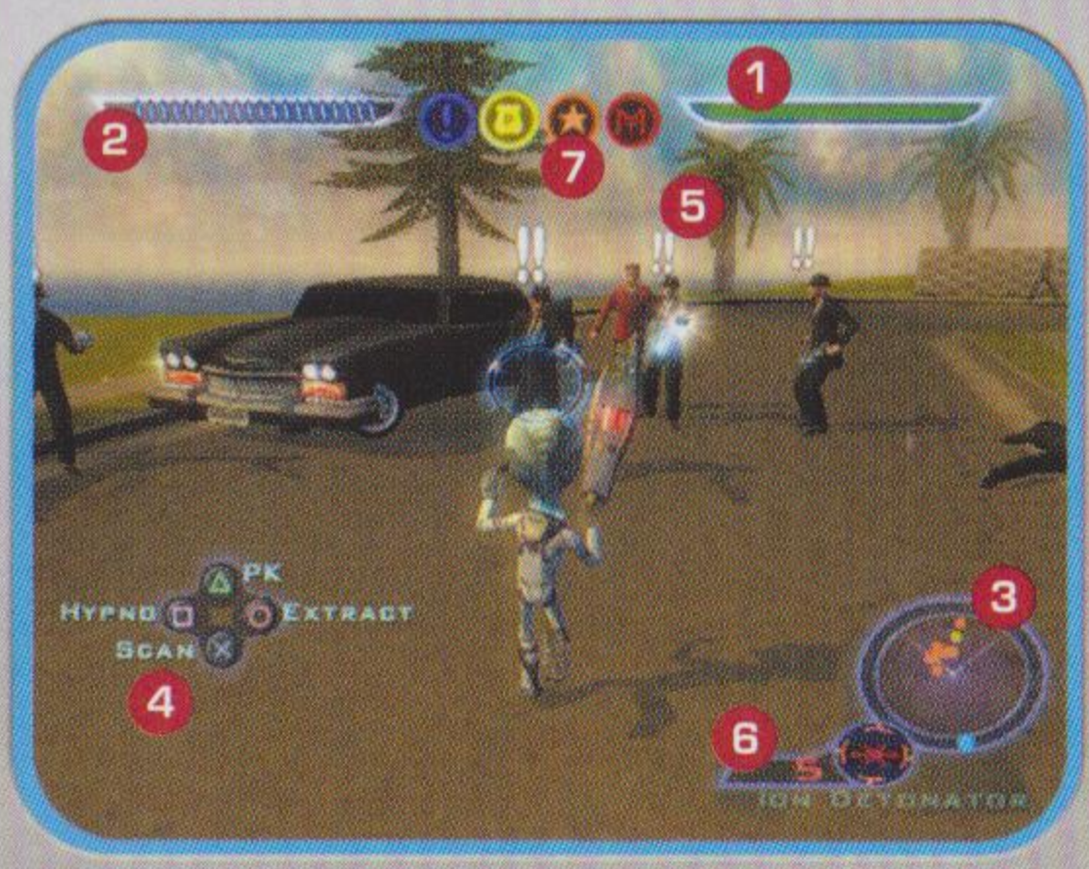
The Display Options Screen allows you to turn on/off the Subtitles, Widescreen mode, Progressive Scan and 60hertz mode. You may also adjust the screen by selecting the Adjust screen option.

Return To Mothership

Returns Crypto to the Mothership.

THE GAME SCREEN

GAME SCREEN INFO



1. Shield Bar
2. Concentration Bar
3. Area Map
4. Ability Menu
5. Virtual Indicator over Targeted Enemy/Object
6. Weapon Indicator
7. Alert Level Indicator

SHIELD BAR

Your Shield Bar is located at the top right of the screen and indicates your current shield energy. Shield energy recharges when you are not in combat. Kill all of your opponents or find a place to hide and your shields will recharge. When the Shield Bar is empty you are vulnerable and can be killed. You can take a couple of hits before you will die when your shields are depleted. Once you die a clone will have to be sent in to resume the mission. Shields can also be replenished by collecting shield pickups located around the environment.

CONCENTRATION METER

The blue blips to the left of your Shield Bar make up your Concentration Meter, but you already knew that, didn't you? Concentration represents your psychic energy, which will drain when using your mental abilities, such as Hypnotising, Psychokinesis, and HoloBobbing. You can recharge concentration via the Cortex Scan. When your psychic energy has been completely depleted, you will not be able to use your powers until the Meter has refilled. Even you will automatically regain your Concentration – albeit rather slowly – when not using your mental powers. One thing to note, Crypto: Your Concentration will not recharge when you are disguised as a human.

AREA MAP

In the event your own mental abilities are not as evolved as ours, you'll be receiving psychokinetic telemetry from the Mothership, which will be constantly updated on your Area Map. The Area Map is located in the bottom right of the screen and displays important data, such as your current position, noteworthy objects and creatures in the vicinity and their current awareness status, objective icons, and even the location of the Saucer landing zones. Mission Objectives appear as Pink blips on the radar. Do keep an eye on it, will you?

ALERT LEVEL INDICATOR

The Alert Level Indicator shows how much you have stirred up the humans and which of their defenses you have alerted. The alert level will go up as you make more humans Aware of your presence. Humans will become Aware when they see you or see the chaos you cause.

A "!" symbol will appear above their heads as they become Aware. The alert level will go down when you stay out of sight or are in your Holobob disguise. There are four Alert Levels - Warning (blue "!"), Police (yellow badge), Military (orange star) and Majestic (red "M").

ABILITY MENU

The Ability Menu will appear in the bottom left of the screen every time you exercise your mental abilities by targeting a human being or creature and holding down the L1 button. When you initiate a probe on a human or creature, the on-screen Ability Menu will display your available options. Each option can be executed by pressing the corresponding button while holding down the L1 button.

The Ability Menu will also appear when targeting inanimate objects such as hay bales, trash cans, or cars. Make a mental note Crypto – not all targets have all Ability options available.

VIRTUAL INDICATOR

In addition to the data on your Area Map, we will be constantly feeding you important information, which will appear as virtual indicators over certain objects, creatures and human beings.

WEAPON INDICATOR

It's true – a lesser Furon, such as yourself, will have to rely on advanced weaponry from time to time. Sometimes a well aimed Zap-O-Matic is what is needed to get do the job done correctly. When you have a weapon equipped, the Weapon Indicator will appear in the bottom right of the screen. This indicator displays the current weapon and the amount of ammunition it has left.

As you know, Furons such as myself rely on our mental abilities for menial tasks. You, however, have yet to develop my higher brain functions. Never fear, there's no need to feel ashamed. You can still use your novice abilities to your advantage.

CORTEX SCAN

As you know, Furons owe our superiority to our fantastic mental powers. For example, we can peer into the minds of lower life forms via the Cortex Scan. Cortex Scanning any unsuspecting living creature with a brain allows us to read its synaptic firings like a pop up book. Scanning someone will also rob them of some of their concentration, so be sure to keep scanning people if your levels are low. To execute a Cortex Scan, target a creature and hold down the L1 button while pressing and holding the ✕ button until you have ripped their illiterate thoughts from their pathetic little brains!

PSYCHOKINESIS

We Furons can do far more with our massive cerebra than just scanning lesser minds. As I told you, over eons we have evolved the astounding power of Psychokinesis (PK), with which we can elevate and move objects many times our own weight. To use PK on a living creature or inanimate object, target said object or creature and hold the L1 button and press the △ button. Once you have activated your PK, you can then manipulate your target with the right analog stick and △, □ and ○ buttons. The right analog stick will move the targeted object up, down, left or right while the □ and ○ buttons will move it toward and away from you respectively. Finally, double tapping the △ button will hurl the object with satisfying force.

HYPNO BLAST

Pay Attention! Sometimes you will need to use your menial mental abilities to control the minds of these pathetic human beings through what we Furons call the Hypno Blast. Once the Hypno Blast has successfully been executed, you will then be able to implant limited commands inside their puny brains and force them to do your bidding. These basic commands include "Sleep!" and "Distraction!". In addition, there may be times when you will be able to issue context-specific commands tied to a certain scenario or mission objective. To execute the Hypno Blast, hold down the L1 button and press the ▢ button. Once you have a human under your control, use the left analog stick to cycle through your choices and then press the ✕ button to carry it out.

BRAIN EXTRACTION

So, how can you help the Furon Cause, you ask? This is what your mission is all about – extracting Furon DNA from the humans' Brain Stems. When you kill a human, target its corpse and hold down the L1 button while pressing the ◯ button. Hold down these buttons long enough, and the Brain Stem will pop from the human's head like the pulp from a soft melon. You can use the Furon DNA you collect back at the mothership. Visit Pox's Lab and in exchange for Furon DNA he will give you powerful new weapon and ability upgrades.

HOLOBOB

But wait, there's one more ability you will be able to pull off – HoloBobbing. Yes, it's possible, even probable that you will need to disguise yourself as one of those ugly, disgusting human beings to get around virtually undetected while in their midst. To do so, target a human and press the ◯ button to assume their identity. While you are disguised the humans will not become Aware of you. This will stop them from raising the Alert Level further. It's an important tool for the Furon who wants to travel in secret. However, maintaining the illusion of humanity is a strain on Crypto. You must use this ability wisely!

It's true - you don't have my superior mental capabilities, and as such, you are going to need some extra help while you are out amongst the earthlings. Over the eons, we Furons have used our technological brainpower to come up with high-tech weaponry and gadgets that even the most advanced extra-terrestrials could never dream of. I suggest you get acquainted with them quickly or else suffer a humiliating fate.

WEAPONRY

Apparently you're new to this whole "first encounter" thing, so let me enlighten you. You do have weapons with which you can use on these primitive humans. Firing them is child's play. Just target an enemy and hold down the R1 button. Be warned: Some weapons will run out of ammo or need to be recharged during use. Keep an eye on Weapon Indicator in the bottom right of your screen.

ZAP-O-MATIC

I do love the sound of crackling energy mixed with the shock and, dare I say, abject horror of a primitive human at the receiving end of the Zap-O-Matic! While it may not be the mightiest weapon in your arsenal, a few prolonged blasts of the Zap-O-Matic will fry any human being into a quivering mass of skin and bones. The Zap-O-Matic runs on renewable energy and will have to recharge with repeated use.

DISINTEGRATOR RAY

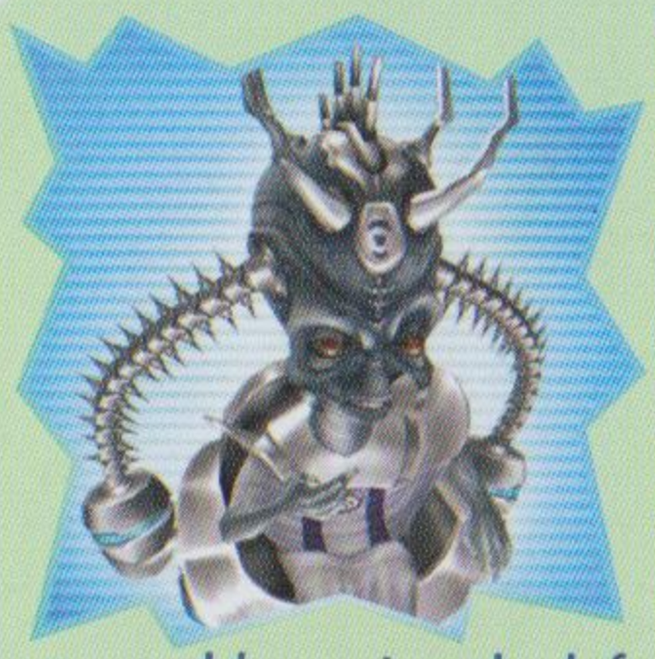
Ah yes, the Disintegrator Ray.
This precious piece of Furon weaponry has the capability of engulfing its target in bursts of molten hot energy. All it takes is a few direct hits to completely vaporise them into neat little piles of ash.

ION DETONATOR

How I do love the Ion Detonator. This ingenious weapon launches a plasmatic Ion Bomb, which will either explode within approximately ten seconds, catching and instantly killing any human beings foolish enough to be caught in its wide blast radius, or can be detonated remotely at will. To detonate an Ion Bomb once it's been launched, just press the R1 button a second time.

ANAL PROBE

Even though these humans are our inferiors in every way, that doesn't mean they shouldn't be examined. The Anal Probe serves a two-pronged purpose. One, it allows us to study them...intimately. Two, it pleases me to no end to see them running around grabbing their behinds. A quick shot with the Anal Probe will send the average person running away. A full charge will extract their brain so you can obtain their DNA.



Well Crypto, as much as I hate to hand over the keys to someone fresh out of the maturation vats, you're going to need to get down to the planet somehow. Since this mission is critical to the continuance of the Furon race, you will be able to use the Saucer... but only as I see fit! You can control her using the left analog stick to move forward and reverse, as well as to turn left and right. The right analog stick will allow you to rotate, while pressing the R1 button will fire the currently equipped weapon. Finally, the R2 button will cycle through the available weapons. Whatever you do, be careful with her! I still have three payments left - you break you pay.

DEATH RAY

The Death Ray comes standard equipped with all Furon saucers and its devastating effects on the landscape and surrounding structures is quite gratifying. Holding down the R1 button will shoot a continuous beam of energy at the ground, cutting a swath through anything it touches. While the Death Ray has unlimited energy, you will need to allow it to charge between shots.

ABDUCTO BEAM

Objects, such as automobiles, and yes, even human beings, can be sucked up with the Abducto Beam and then transported high above the landscape. To target an object with the Abducto Beam, position the Saucer over it and then press and hold the R1 button. Keeping the R1 button held down will keep the object caught within the beam, allowing you to move and drop it elsewhere. Want to get rid of a pesky tank? Why not toss it in the lake?

SONIC BOOM

The Sonic Boom shoots powerful anti-matter globules at its target, creating a large and devastating shockwave that will cause serious damage to anything nearby when it makes contact. You'll find the Saucer's Sonic Boom cannon can hold plenty of projectiles. Use them wisely.

QUANTUM DECONSTRUCTOR

You want power? I'll give you power! The Quantum Deconstructor is the ultimate in Furon technology. This serious weapon fires radioactive bombs, which explode in huge clouds of nuclear energy laying waste to anything inside its blast radius. These bombs are extremely rare and hard to come by and the Saucer can only carry a limited amount.

Crypto. Accomplishing missions and tasks is the key to your survival, and, ultimately, DESTROYING ALL HUMANS! Carry out my instructions faithfully and the Emperor will salute you. Fail, and the Furon race faces sure extinction.

MISSION STRUCTURE

As you progress through your missions, new markers and information will appear on the Area Map indicating important destinations. Each destination will lead you to a new mission. It's possible to have multiple mission icons on the Area Map at one time, allowing you to choose which mission to undertake. You can view the basic goals of a currently active mission by accessing the Mission Goals Screen from the Navi-Com menu. You can unlock a new mission as long as you have met Pox's DNA requirements.

THE MOTHERSHIP

The Mothership is where you can return to plan your next move, as well automatically save your progress, choose a mission, as well as purchase Upgrades. Make sure you become very familiar with its layout Crypto, as I haven't got all day to give you a personal tour. I have to plan the destruction of all humanity, or have you already forgotten? To get around the Mothership, use the left analog stick or directional buttons. To choose a selection, press the ⊗ button.

MIDDLE LEVEL: HANGAR

From the Middle Level of the Mothership, you will be able to cycle through your available missions and prepare to return back down to Earth.

UPPER LEVEL: ARCHIVES

The Upper Level is where you will be able to view all of the Archives unlocked during your not-so-friendly visit to Earth. In addition to cinemas, conceptual artwork and game statistics, other secret files can be viewed here once unlocked.

LOWER LEVEL: POX'S LAB

Come visit my laboratory if you want to exchange some of that precious DNA for a variety of upgrades for yourself, your Saucer and your weapon.

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Special Thanks
American Federation of Musicians
John M. Poole of Corinth Films, Inc
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Brad's Mum and Dad
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Colin Coughenour
Adam Skibbe

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Nick Atchison
Areku Korushi
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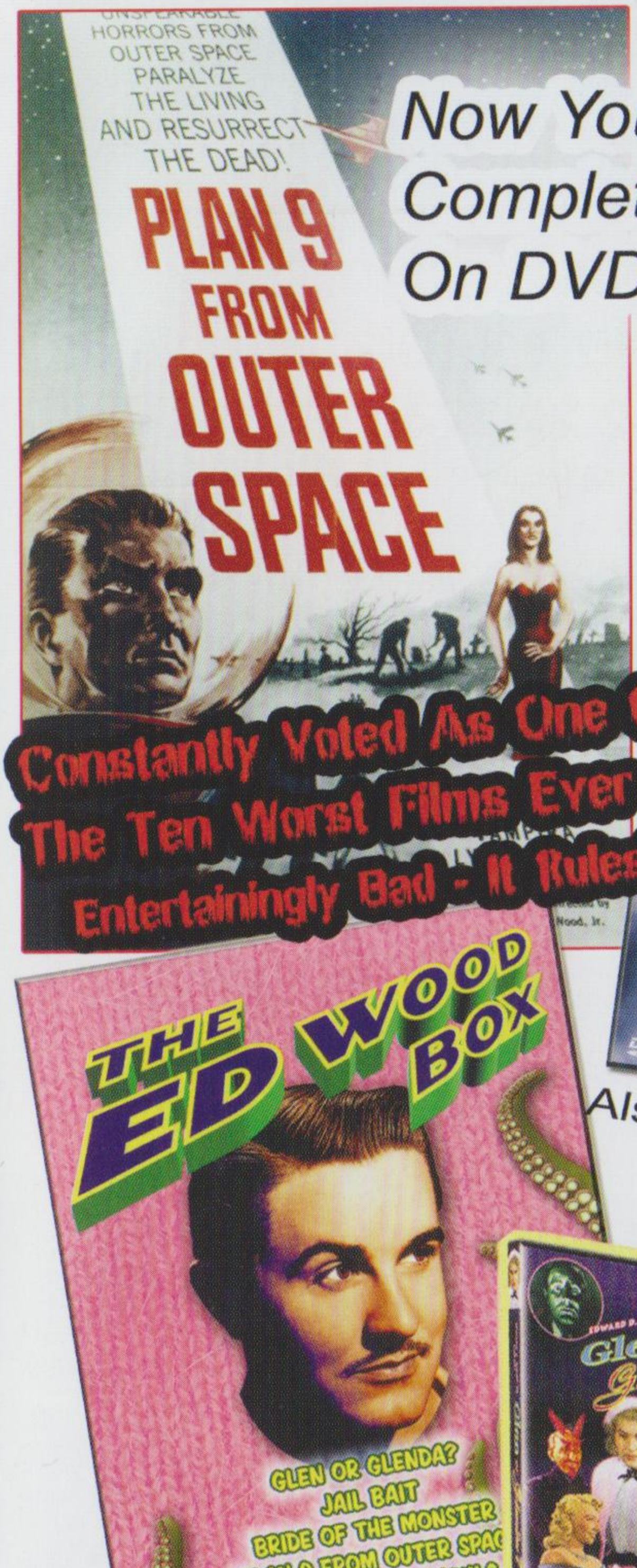

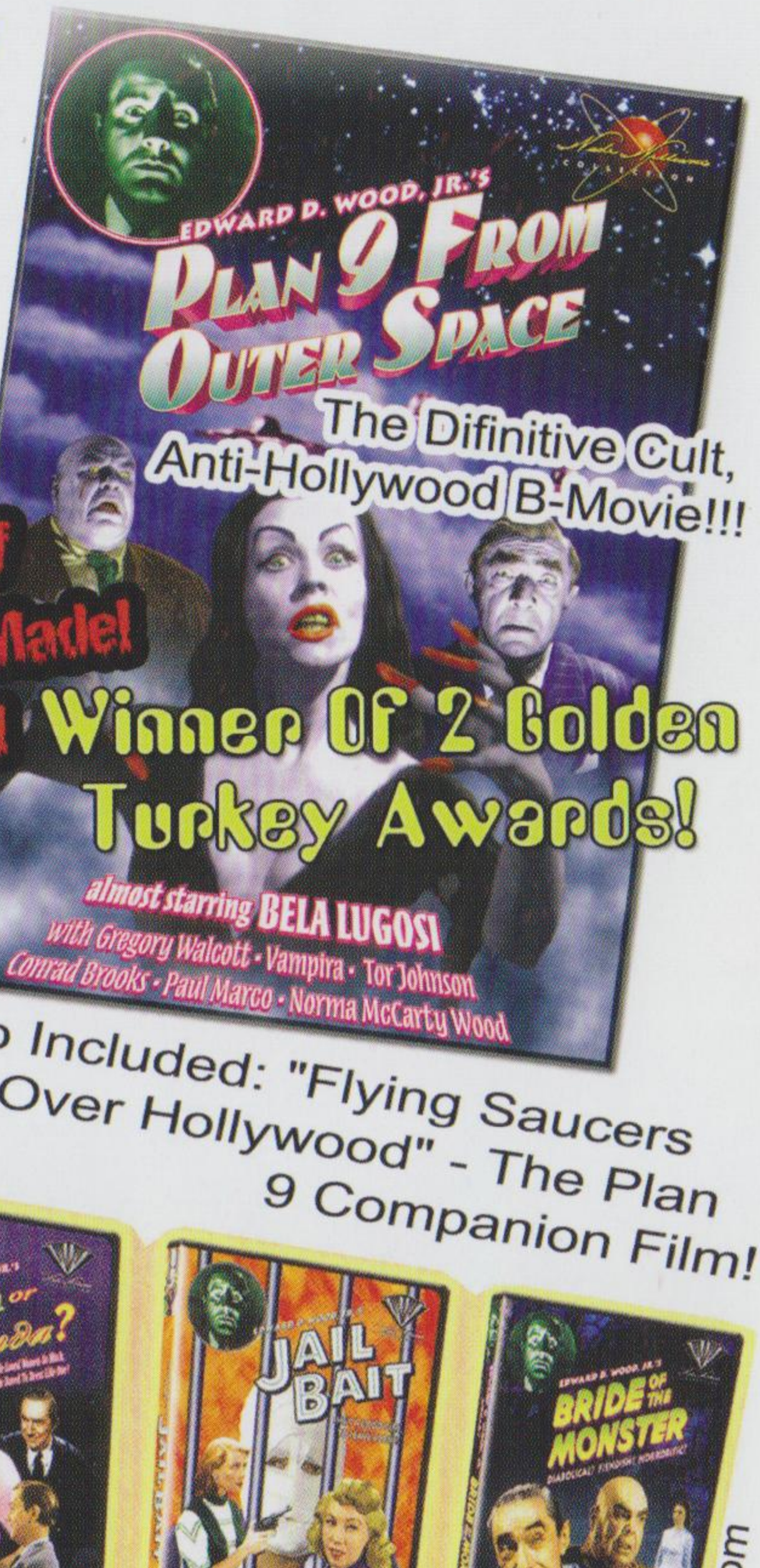
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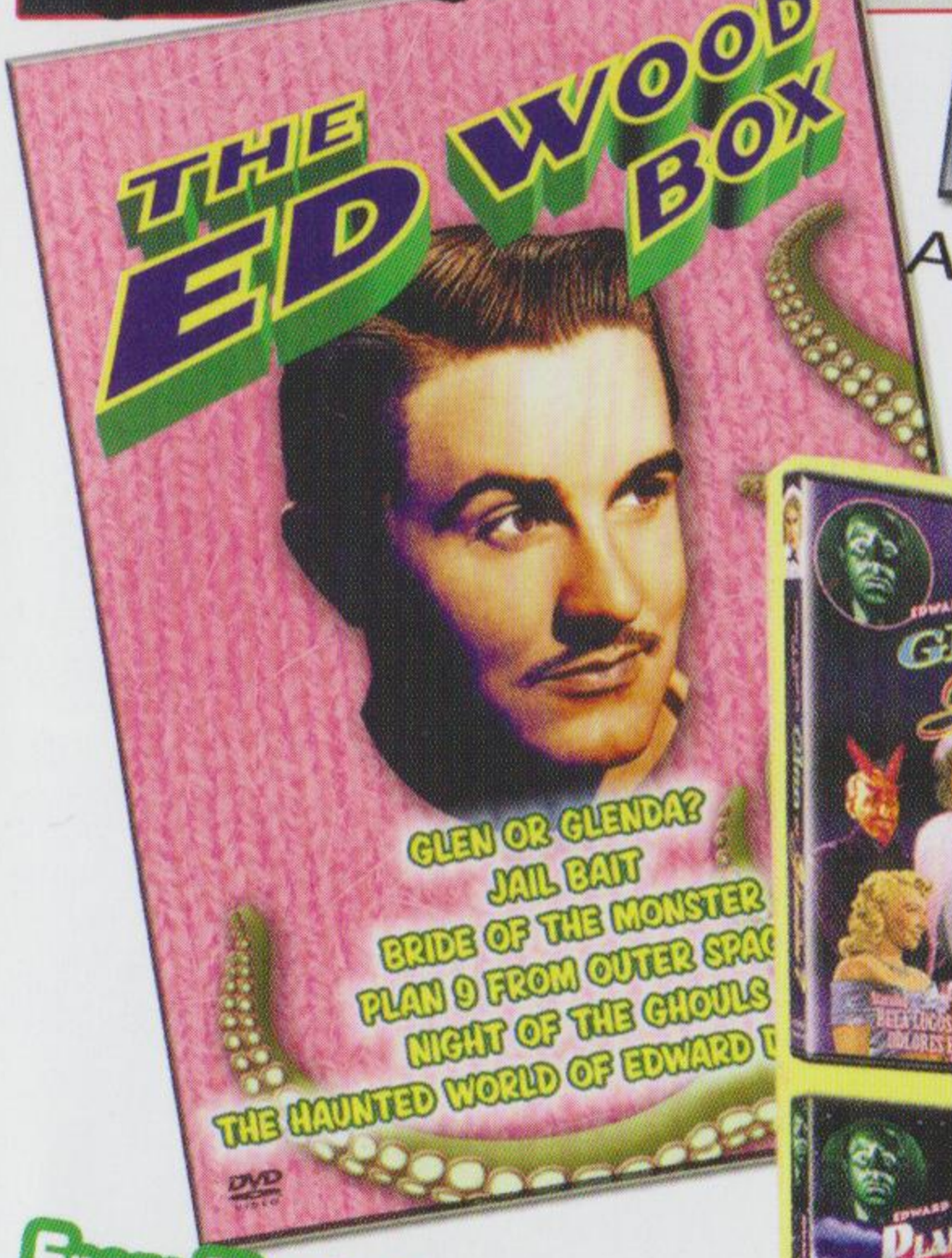

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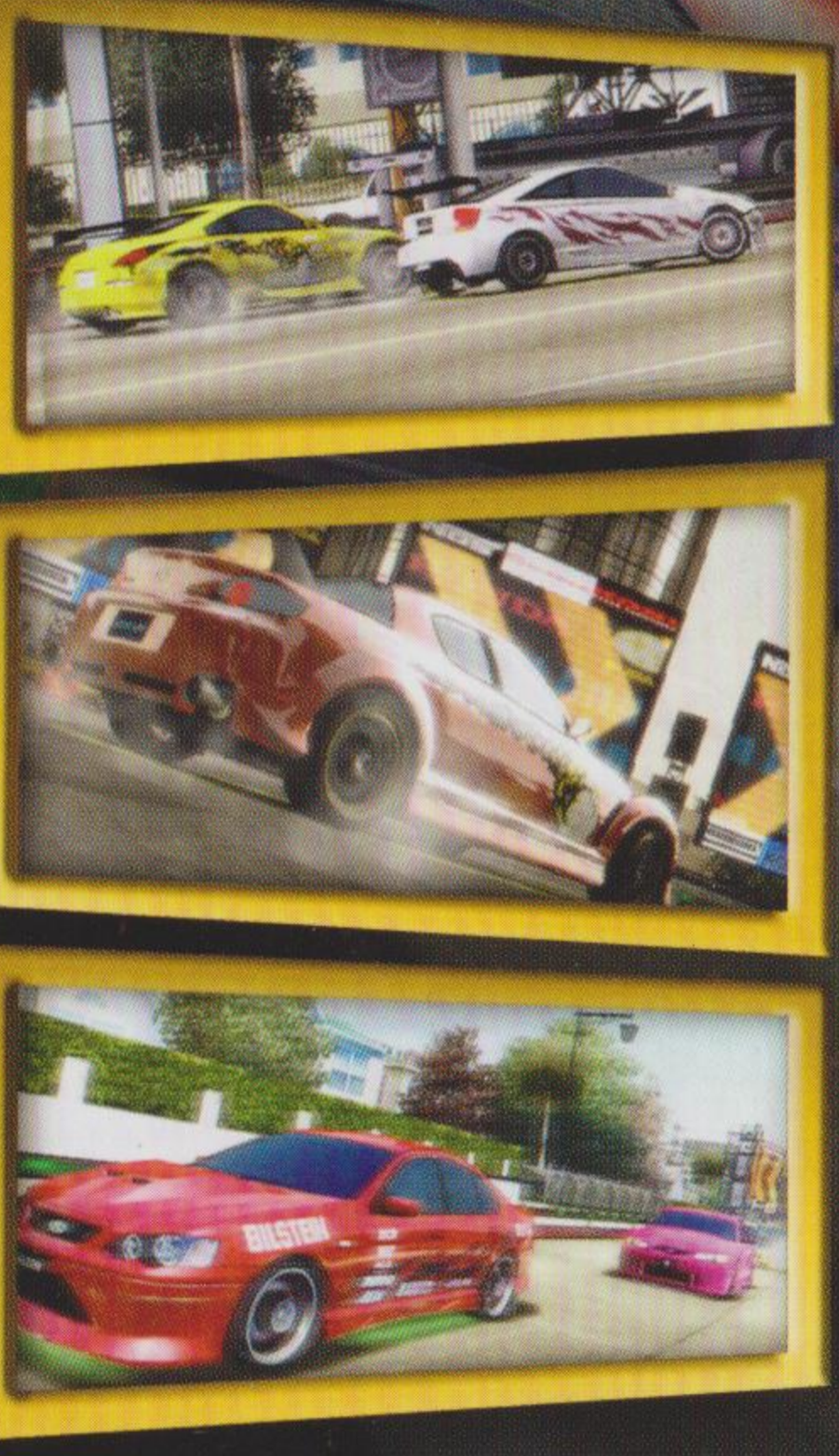

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